Chapter 1: Introducing Fireworks CS5

In This Chapter

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- **Looking into the views**
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Adobe Fireworks is an incredible application with specific solutions to meet online designers' needs. When you use Fireworks, you have the freedom to create test Web sites, experiment with advanced scripting features, and come up with compelling graphics that look good and work well on Web pages.

In this chapter, you encounter the software and its workspace. You also discover how to use selection tools so that you can start to manipulate graphics in Fireworks right away.

Why Use Fireworks?

Considering all the applications included in the Creative Suite, why do you need one more? The reason is mostly because after CS2 (and the removal of ImageReady), the Creative Suite provided no easy way to create interesting Web graphics. Sure, you can save images for online use in Photoshop and Illustrator using the Save for Web & Devices feature, but what about rollovers, easy image maps, and interactive wireframes? (A *wireframe* is essentially a mock-up or rough draft created to demonstrate or test a Web site before it is in its final form. In Web design, wireframes are basic visual guides used to suggest the layout and placement of fundamental design elements.)

In Fireworks, you can work intuitively by taking advantage of its logical interface, which provides panels and features that relate to the Web and that offer you the easiest way to *optimize* (make Web-ready) graphics.

Jumping Right into the Interface

So what's the big deal about Fireworks being built specifically for Web graphics? Well, first of all, you're working strictly with pixels — no messy *dpi* (dots per inch) or *lpi* (lines per inch), which are typical printing terms.

Figure 1-1 shows the dialog box that appears when you choose File➪Open to open a vector graphic from Illustrator. The dialog box offers conversion choices but emphasizes pixel dimensions.

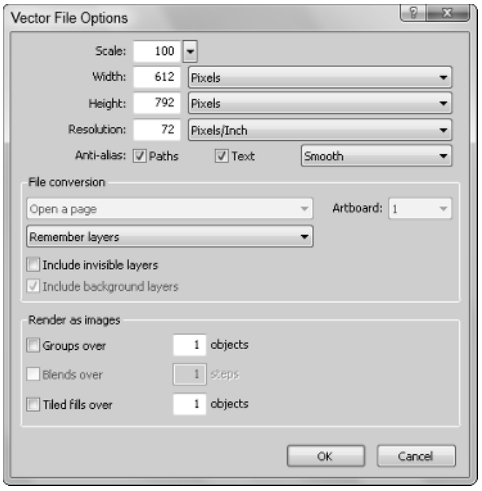

Figure 1-1: Pixel dimensions play an important role in Fireworks.

When you're working with Web images, you should know the approximate width, in pixels, of your final page. Typical Web pages range from 650 to 1,000 pixels wide, but most designers stick with a page built to span approximately 800 pixels. When you create images, you must think about how they will fit within the context of the total page. An image 600 pixels wide would fill most of a page, whereas an image that's 1,200 pixels wide would force the viewer to scroll to see the entire image.

After launching Fireworks CS5, you notice right away that its workspace is similar to the workspaces in the other CS5 applications. Adobe has done a good job of organizing each application so that the learning curve is quick and integration is easy.

You shouldn't be surprised to find a toolbox to the left of the workspace and panels to the right. The tools even look much like the tools you may already be familiar with from working in other CS5 applications.

Using the tools

The Tools panel is sorted into six categories: Select, Bitmap, Vector, Web, Colors, and View. Table 1-1 lists the tools by category and the keys you can easily press to access them.

Table 1-1 Fireworks Tools

Icon	Tool Name	What You Can Do with It	Keyboard Shortcut
Selection			
	Pointer	Select paths and objects	V or 0
	Subselection	Adjust paths, much as you do with the Direct Select tool in Illustrator and Photoshop	A or 1
	Scale	Scale objects or selections	Q
	Crop	Crop images	C
Bitmap			
	Marquee	Make rectangular selections	M
	Lasso	Make freeform selections	L
	Magic Wand	Select similar colors	W
	Brush	Paint on image	B (toggle with Pencil)
	Pencil	Draw bitmap paths	B (toggle with Brush)
	Eraser	Erase bitmap data	E

(continued)

Table 1-1 *(continued)*

Icon	*Tool Name*	*What You Can Do with It*	*Keyboard Shortcut*
	Blur	Blur image	R
	Rubber Stamp	Clone image data	S
Vector			
	Line	Create vector lines	N
	Pen	Create Bézier paths	P
	Rectangle	Create vector shapes	U
	Type	Create text	T
	Freeform	Create freeform paths	O
	Knife	Cut paths	Y
Web			
	Rectangle Hotspot	Create image map hotspots	J
	Slice	Create slices for tables or CSS	K
	Hide Slices and Hotspots	Hide slices and image map hotspots	2
	Show Slices and Hotspots	Display slices and image map hotspots	2
Color			
	Eyedropper	Sample color	I
	Paint Bucket	Fill color	G

Icon	Tool Name	What You Can Do with It	Keyboard Shortcut
View			
	Hand	Pan the artboard	
	Zoom	Zoom in and out of artboard	X

As you select each tool, notice that the Properties panel displays additional options. (If your Properties panel isn't visible, choose Window➪Properties.)

Understanding the views

The tabs at the top of an image give you the opportunity to view it in four ways:

- **Original** displays your image as it appears before being optimized for the Web.
- **Preview** displays the image as it will appear when it's saved for the Web, based on your current settings. (You can find out more about those settings in Chapter 5 of this minibook.)
- **2-Up** offers the opportunity to see an image in two windows, with different settings applied in each one. Most users tend to compare the original and optimized images in this view (see Figure 1-2).

Figure 1-2: Compare the original (left) and optimized (right) images in 2-Up view.

- **4-Up** is for people who are never quite sure which is the best way to optimize an image. You don't necessarily need to compare different formats when you use this view; you can experiment with different options for one format, such as pushing the limit with the amount of colors you want to keep in a GIF file, as shown in Figure 1-3.

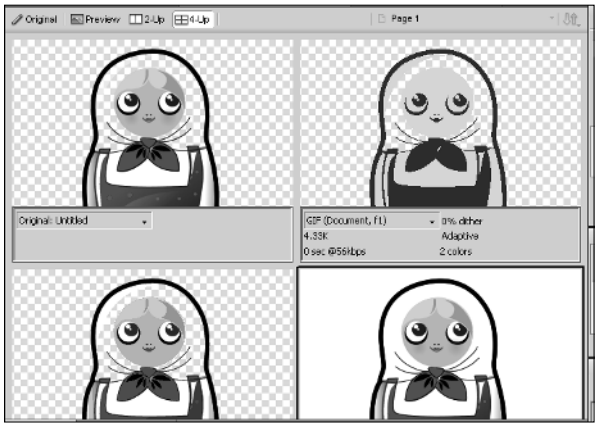

Figure 1-3: In 4-Up view, you can experiment with ways to optimize an image.

Investigating the panels

Not unlike the other CS5 applications, Fireworks lets you detach panels from the docking area on the right side of the workspace. Because this procedure is so similar to the methods you use to dock and undock panels in other CS5 applications, we don't bore you with the details here.

If you can't locate a panel, choose its name from the Window menu.

Working with Basic Selection Tools

You can work in Fireworks using the same selection tools for both vector and bitmap images.

Making a selection in a bitmap image

If you're familiar with Photoshop selection techniques, you'll have no problem using the same tools in Fireworks. Here's the lowdown on making selections with the Marquee and Lasso tools:

- **Marquee:** To make a selection with the Marquee tool, simply select it from the Tools panel, and then click and drag to surround the area you want to select. You can add to the selection by holding down the Shift key and dragging another marquee region, or deselect a portion of the active selection by holding down the Alt (Windows) or Option (Mac) key while dragging with the Marquee tool.

- **Lasso:** To use the Lasso tool, select it from the Tools panel and click and drag to create a path that then becomes your selection. As mentioned in the Marquee bullet, you can add to the selection by holding down the Shift key and creating another selection region, or subtract from the selection by holding down the Alt (Windows) or Option (Mac) key while dragging a selection region with the Lasso tool.

You can use both the Marquee and Lasso tools interchangeably when making a selection.

By making a selection with the Marquee tool or Lasso tool and then clicking and dragging with the Pointer tool, you can move one part of an image to another, as shown in Figure 1-4. If you make no selection before you drag, everything on the existing layer is moved.

Figure 1-4: Drag a selection to move it.

Switch to the Subselection tool and notice that if you have an existing selection, the pointer changes to a double arrow, indicating that you will *clone* (copy) the selection when you click and drag it.

Making a selection in a vector image

By using the same tools you use to select bitmap images, you can adjust vector paths. Use the Pointer tool to move an entire vector shape, as shown in Figure 1-5.

Use the Subselection tool to move the individual points on the path.

Figure 1-5: The Pointer tool lets you move a vector shape.